MUSIC FOR THE ADVENTURE ON LEGO ISLAND

Background Information:
LEGO means Good Play (in Danish).
They are bricks (with pipes on one side and studs on the other side). Everything fits together with everything. It is a totally modular world and pieces (bricks) can be rearranged any way you like to... in ways that are fun, funny, creative....
Here's what the product is about: THE ADVENTURES ON LEGO ISLAND
is a totally immersive 3D environment where the user is invited to explore, customize, build vehicles, race in race cars (on the track), race in jetskis, go on missions (ambulance, tow truck and pizza delivery), watch stuff happen and listen to your cool music. There are 7 major characters: The INFOMANIAC (your eccentric, magician like host), The Brickster (the bad guy: voice of David Landers who is/was squiggy on *Laverne and Shirley*), Mama Brickolini (town musician and the voice of June Forray who is/was the voice of Rocky the squirrel in Bullwinkle, Natasha, Nell,etc.etc), Papa Brickolini (pizza artist and dancer), Nick Brick (detective), Nora Brick (super cop)...brother and sister Nick and Nora...and Pepper (the cool kid in town who delivers pizza on his skateboard and is a math whiz and adopted son of Mama and Papa and will be the voice of the kid from Toy Story)...There are 20 or so other characters but the ones above are main characters because that's who you can be.. There are all kinds of antics, obstacles, animations and vaudeville stuff occurring all over. It's a toon-town that you can explore with a gas station, police station, race track, beach (jetski), park, bike trails, etc.

There are three acts to this "game" (it's more than a game, it's an adventure)..Act one: you play about and it's happy times...where, depending upon what character you are, you customize the island...click on a tree it changes to a flower, it'll dance or bark like a dog or be happy or etc. You can drive around, walk around, go into places, etc.
Act two.. The Brickster escapes from jail...The ultimate game is: the bad guy escapes (you inadvertently let him escape), he steals the helicopter, he steals the power brick and starts to dis-assemble the town... You (as Pepper) must find the pieces to the helicopter, build the helicopter and then capture him (act 3)...you capture him by flying the helicopter and fire pizzas at the brickster (he can't resist them). This slows him down. You can fire donuts at the cops (nick and Nora) this speeds them up...eventually with the right angle and projection and strategy...you capture this guy before he takes apart the whole town....
Ultimately, the "game" is about exploration and making and taking apart stuff...there is no right or wrong way to do stuff....
Really what I think needs to be covered is that LEGO Island is a truly cool place to be.
It's located somewhere on the fanta-sea. The INFOMANIAC is this weird ol' magician guy that is eccentric , absent minded and knows and likes just about everything... You as the user can customize the island and take part in missions, races and capturing the bad guy...and most importantly he or she can listen to YOUR very cool music.

THINGS TO CONSIDER:
Our target audience is 6 to 12...however our "sweet spot" is 9 to 12 (mostly 12)...the point being it is for kids but they are very hip kids. Do not think of this as "kid" music and condescend. If anything it is kid in the sense that Mad Magazine was way back when...it was for kids sure but it's references was definitely adult. Irreverence with a sense of fun is our main goal...

Things to avoid:
Making it too young
sexual innuendoes, violent references, etc.

Things to approach:
creativity
fun
being able to build and rebuild anything
you can change (customize) all kinds of stuff there, you build cars and jetskis and helicopters,
there's cool people to watch or hang out with on an island

LEGO advertising is pretty much an "in-your-face" kind of fast paced, zillions of things all over the place approach

Instrumentals are encouraged.
Vocals are needed in some areas..If you write lyrics, be aware that there are no LEGOS..always LEGO (singular) and followed by an object...like LEGO people or LEGO bricks,etc.

SONG LYRIC THOUGHTS
from a non-song writer

If you don't like this world, you can change it.
and if this town aint good enough, re-arrange it.
Change your hat to a this and that and put your cat on the bric-a brac...

Here's a listing of the music needed and some ambiguous suggestions of style. Please note the song(s) that we need you to create.

1)Theme song(s) 2 to 3 minutes
2)Beach
a) Build jetski: 36.2 second loop
b) freestyle driving a jetski/race song: 2 minute loop
c) end of race:10 second loop
3)Race track
a) build race car: 44 second loop
b) race: 2 to 3 minute loop
c) end of race: 10 second loop
4)Garage
a) build car: 32 second loop
b) garage/mission/tow truck drive: 2 to 3 minute.
5)Police Station
a) build helicopter: 1 minute loop
b) interior: 1 to 2 minute loop
c) exterior/when ever cops show up: 10 second loop
6)Information Center
a) interior/ lobby music: 2 to 3 minute loop
b) elevator music: 10 second loop
c) observation deck: 1 to 2 minute loop
7)Pizzeria
a) interior: 2 to 3 minute loop
b) whenever mama or papa show up: 5 second loop
c) whenever Pepper shows up: 5 second loop
d) Mama's piano playing
8)Jail: 1 minute loop
9)the cave: 1 minute loop

10)Accident occurs: 5 second loop
11)When the Brickster escapes: 1 to 2 minute loop
12)When the brickster appears: 10 second loop
13)GAME end: good/When the Brickster is caught and the island is saved: 2 to 3 minute
14)GAME end: bad/ when brickster triumphs: 1 minute loop
15)When the helicopter takes off: 10 second loop
16)Chase scene (act II): 3 minute loop
17)helicopter (act III): 3 minute loop

18)RADIO and/or JUKEBOX: 2 to 3 minute songs

1) THEME Song....we need about 3 different theme songs (performed by three different artists) which will be heard in the introduction which is a fly over the whole Island, for the radio and various other times.
2 to 3 minutes in length... ideally with looping potential.
ideally in a wave file..but it is not that important as a good cassette or C.D. can be digitized here.

approach: artist call based on his/her interpretation .
Input from one LEGO manager has been that they like wailing guitar sounds somewhere.
Input from Mindscape has been for a fast paced rock approach somewhere or classical or other.
Input from me (wes) has been that it is the artist call...and you have been asked because you are an artist whose work I already respect and everything that I've ever heard you perform inspires that sense of creativity.

2) Beach: surf instrumental

3) Hard drivin' rock and roll (rockabilly)...
the build loop of 44 seconds could be based on the race song itself.

4) countryrock like
the build car could be an instrumental loop of the mission song

5) jazz-cool jazz like
the 10 second loop at cop appearance should be fast paced

6) Ambient/new age like
the elevator music as muzak parody

7) Operatic and/or classical with spunk

8) ominous (but comical)

9) ominous (but comical)

10) like a carl stalling piece

11) per storyline/ movie score: Night on Bald mountain like

12) a dum da dum dum: ominous but funny

13) a choir / joy

14) derge-like with wind and lonely feel
15) excitement
16) chase scene/movie score
17) ambient/movie score

18) ORIGINAL SONGS: any length/ diverse styles: just go nuts and have fun making music appropriate to the LEGO experience. (play with some first to check it out)